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### 1 Three-dimensional medical imaging: algorithms and computer systems



M. R. Stytz, G. Frieder, O. Frieder

 December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: pdf(7.38 MB)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

### 2 GULP—A compiler-compiler for verbal and graphic languages



R. J. Pankhurst

 January 1968 **Proceedings of the 1968 23rd ACM national conference**

Full text available: pdf(1.09 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The General Utility Language Processor (GULP for short) has to operate interactively in a small machine. Its design has to be radically different from compiler-compilers for general-purpose languages in batch-processing operating systems.<sup>1,2,3,5</sup> Except for the processing of interrupts, the processing time is unimportant, provided there is a response from the system within a few seconds. Hence every effort was made to reduce storage requirements, even at the expense of p ...

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